

Title (en)

LANGUAGE LEARNING SYSTEM UTILIZING COMPONENT UNIT, MORE SEGMENTED THAN PHONEME, OR VARIOUS GAMES

Title (de)

SPRACHENLERNSYSTEM MIT KOMPONENTENEINHEIT, SEGMENTIERTER ALS PHONEMEN, ODER VERSCHIEDENEN SPIELEN

Title (fr)

SYSTÈME D'APPRENTISSAGE DE LANGUE UTILISANT UNE UNITÉ CONSTITUTIVE PLUS SEGMENTÉE QUE LE PHONÈME OU DIVERS JEUX

Publication

**EP 3171354 A4 20171227 (EN)**

Application

**EP 15822547 A 20150709**

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- KR 20140091033 A 20140718
- KR 20140108845 A 20140821
- KR 2015007154 W 20150709

Abstract (en)

[origin: EP3171354A1] The present invention relates to a language learning system utilizing a component unit more segmented than a phoneme or utilizing various games. The language learning system utilizes several characters as a unit more segmented than a phoneme with respect to morphology learning, and a phoneme as a unit more segmented than a syllable with respect to pronunciation learning. Users can learn a language from the segmented unit to a larger unit such as a syllable, a word and a sentence through the learning system. In addition, the language learning system provides various games to users intending to learn a language by allowing the users to notice positive effects rather than negative effects provided by a game. The games assist users in constructing a phoneme, a syllable, a word, a sentence and the like and assists in connecting a character to a pronunciation, meaning and the like. Additionally, the learning system provides learning material to the users and also provides a function and a guide for enabling the users to generate the learning material and construct a curriculum by themselves so as to induce an active and autonomous attitude of the users to language learning. Also, the learning system presents "a basic pronunciation", "a quick pronunciation" and "a motion picture of a pronouncing mouth shape", and the utilization of "a phonetic character described in the native tongue of a user" instead of a phonetic symbol as a visual representation of a pronunciation so as to assist the users in learning language pronunciation. Furthermore, the learning system provides an image and a motion picture relating to a learning material, basic grammar information, word order information, and literal translation and liberal translation information to the users so as to assist the users in the semantic learning of a character and in the pronunciation of a language, and momentarily and repeatedly exposes the information with a time interval so as to improve the users' memories. Moreover, the learning system provides, to the users, a game ranking order and a result represented in a change transition graph so as to provide feedback on the users' learning ability.

IPC 8 full level

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CPC (source: EP US)

**G09B 5/06** (2013.01 - EP US); **G09B 19/06** (2013.01 - EP US)

Citation (search report)

- [X] US 2013130211 A1 20130523 - DOHRING DOUG [US], et al
- See references of WO 2016010306A1

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